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Sega Pro

• Issue 57 • May '96

• Saturn • Mega Drive • Mega 32X • Game Gear • Arcade

Wipeout!

Could this be
the end
of Sega
Rally's
reign as
King?

Also Inside!

Saturn

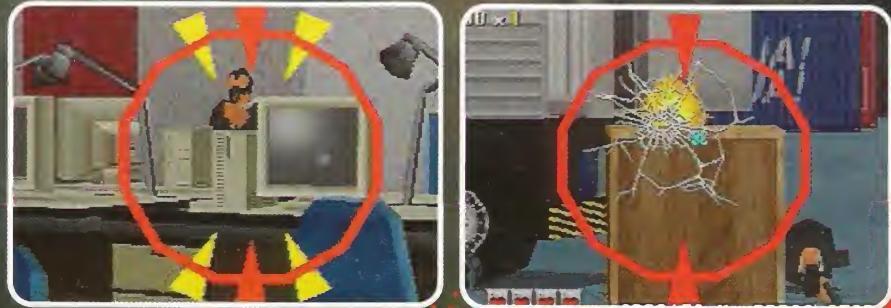
Cyberia

Valora Valley Golf

32X

Primal Rage

Virtua Cop



Euro '96

gets ready to
kick FIFA into touch!

6 Page Guide!

ISSN 0964-2641



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Now for just £99.99 each, 32X and Mega CD can transform your Mega Drive into a whole new console. With advanced technology for bigger and faster games, better graphics and improved sound. All enhancing the in-home gaming experience. For 32X games include the incredible Virtua Fighter, FIFA '96 and Kolibri. While Mega CD offers the awesome Eternal Champions, Shining Force and Wirehead, together with complete audio CD capabilities. And you can still play your old 16 bit Mega Drive games too. It's the Megabargain of the year. Miss it and weep.

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Sega Pro

Dino has had a hard time of it lately - too much work and not enough play have had some strange effects on him (including the fact that he's fallen for a Russian beauty who promptly left Torquay to return home to the cold regions of Siberia- he's going to follow suit as soon as he can). He's slowly getting back to his normal, cheerful self but that still doesn't mean that everything's rosy in the world...

FROM RUSSIA WITH LOVE

Depressed? Me? You must be thinking of someone else, mate! Everything's fine, I promise. Okay, maybe I'm kidding myself slightly - everything's not exactly okay but there must be some good things that I can tell you about.

The first one must be the delay (yet again) of Nintendo's *Ultra 64*. Due for a world-wide launch in April this year, the *Ultra 64* was a real threat to the gaming well-being of Sega owners. Nintendo finally realised that a world-wide launch is not exactly the easiest thing to manage, and has put back the launch until September 1996.

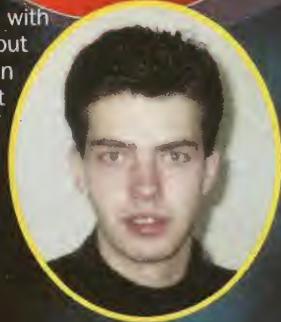
Sega Saturn owners (and now doubt a few PlayStation owners as well) will be breathing a collective sigh of relief at this news, but is there really anything to worry about? Nintendo's new console relies on the old cartridge format and while this may be beneficial in terms of loading and access times, a cart cannot hope to compete with a CD when it comes to storage space. Your average CD can hold around 650Mb of data (roughly equivalent to 600 4Mbit carts). It can also hold massive amounts of music and video and still costs a fraction of the price of a cart.

Nintendo's other downfall in the run up to the machine's launch is the secrecy behind the games that will be released together with the machine. *Mario 64* will no doubt sell out, but the rest of the games that we previewed in Japan a few months ago are just updated versions of SNES classics like *Pilotwings* and *Zelda*. Okay, they may be stunning to look at, but we've got no idea how they play, plus the ungainly joystick thing that comes with the machine can't be doing much to help matters. My life may be in a bit of a turmoil at the moment (Russia, I hear you calling!), but as far as any Sega owner is concerned, I don't think they've got anything to worry about.

On a slightly lighter note, we're still waiting to hear from all of you. It can't be that difficult to pick up a pen and a piece of paper and write to us! The British postal system is supposedly the best in the world (although I think that Sega UK will have something to say about that!) so you haven't got any excuse!

Last but not least, we've been swamped with entries for our *Sega Rally* competition, but some of the times have been appalling! In light of this, we've decided to wait until next month to publish the first league table of results. Get practising and get those times down!

Enjoy the mag, and take it easy.



Dino Boni, Editor.

Issue 57

May

Force



18

After *Sega Rally* last month and hard hitting *Virtua Fighter* 2 the month before, this time around it's the turn of the law to get a helping hand from *Sega Pro*'s game tamers. Crims, beware!

VIRTUA COP

1996

Sega

Saturn



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WIPEOUT... 16

The PlayStation's biggest and best comes to the Saturn and looks even better.



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Competition time
Copies of Virtua
Cop up for grabs!

32X



Primal Rage... 24
Prepare for the second coming of this Dinosaur smash!



THE NEW S-TEAM!

Well, life has got back to normal in the Sega Pro offices. It's been quite an eventful month, but the lads are back on track and raring to go. Even if life in the Sega world seems to have come to a complete standstill, we still aim to bring you the best in Sega gaming every month so stick with us!

THE PRO-TEAM

Dino Boni *Mr Ed*

Dino has had an eventful month. Firstly, he met a gorgeous, 18 year-old six-foot Russian beauty at one of Torquay's nightclubs the other week. They promptly spent the next 48 hours together but the romance was cut short because she had to go back to Russia. He then decided to drown his sorrows with Miles a week later, and ended up in Torquay hospital when a mysterious substance was slipped into his drink! Love-sick and hung over, no wonder he's such a grump this month!

Game of the Month: *Tetris* ('cause it's Russian, innit?)



Game of the Month: *Virtua Cop* (Again!)

Jon Evans

Jon is the bad guy this issue. He's thrown Miles out of his flat so we've spent the entire month making him feel really guilty. Dino's especially enjoying it because now he's the one who has to put up with Miles as he's moved into his house.

Apart from that, Jon has been getting ready to have an operation on his knee. The last attempt was cancelled due to a rogue chest infection, but pretty soon he'll be walking around on crutches, just begging for someone to kick them out from underneath him!

Game of the Month: *Valora Valley Golf*



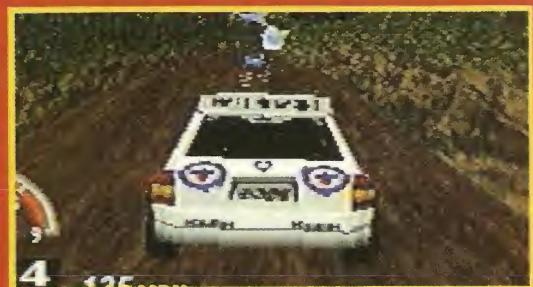
Brad Wells - Designer

We haven't seen that much of Brad lately. He buggered off and left us in the lurch last deadline and has returned to start quoting deadlines and the small amount of time we have left to finish the issue (as if we didn't already know!). Apart from that, he's been keeping himself busy with his many hobbies, including the one involving moulded bits of plastic and copious quantities of glue! Oooeee! Don't try this one at home, kids! P.S I have had a hair cut!!!

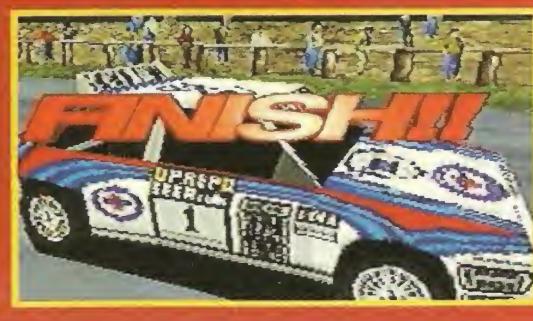
Game over, bo



Dodgy Promotions 'R' US!



Sega have hit a raw nerve this month with their latest press release regarding the record-breaking *Sega Rally* on the Saturn. Included in the kit is a mock car tax disk bearing the legend "Play, don't pay!". In an effort to shock themselves into the headlines, Sega are urging all car owners to not renew their car tax and buy a copy of *Sega Rally* instead. Sega admit that the campaign might bankrupt the government, however. "If every car owner took our advice, the government would lose nearly three billion pounds in car tax and countless times that figure in fuel tax," says Sega's Andy Mee. "However, the campaign will ultimately benefit society through reduced traffic congestion, improved quality of the environment and an immediate halt to the alarming increase in road rage". No doubt Sega have already considered the fact that a nation of people sat in front of their telly playing a video game 24-hours a day would also do wonders for their bank balance!



us...

Sega Pro

Psygnosis finally comes clean

In a confidential fax to all the major Sega magazines in the UK, Mark Blewitt has confirmed that Psygnosis (now a fully-fledged division of Sony) are currently working on Saturn conversions of *Destruction*



Derby, *Wipeout*, *3D Lemmings* and *Discworld*. Speculation has been running rife throughout the industry in recent months concerning the imminent

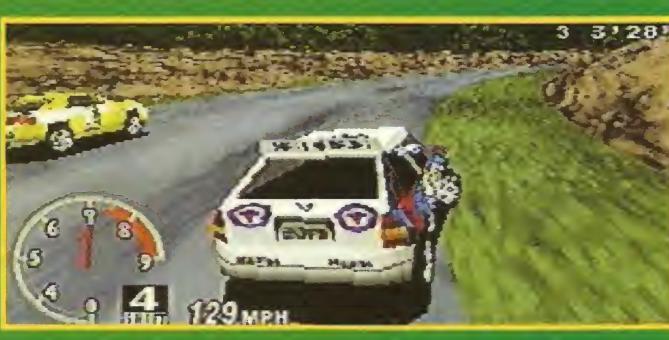
released of these titles, but up until now, Psygnosis have refused to comment. Still, I guess you could always thank Sega Pro for running our Conversion feature a few months ago begging for the games to be released. Who says that the media has no effect on the masses?



Sega Rally breaks all records

Sega are having a party right now because *Sega Rally* has become the fastest selling CD game ever. The record was previously held by EA's *IFA '96* on the PlayStation, but *Sega Rally* smashed this record in the run up to the end of the year. *Sega Rally* accounted for

74% of all Saturn software sales last week and 13% of all-format CD sales. *Virtua Fighter 2* is also on the move up the charts, although *Virtua Cop* has dropped out of sight at the moment because Sega are waiting for more gun bundle packs.



BLAM

Machinehead

- Saturn
- Core Design
- May

BLAM: Machinehead has been causing quite a stir in the office lately, mainly because of its bizarre name and story! Human survivors from the global infestation of the machinehead virus are few and far between, but a group of scientists have stuck themselves underground to find a cure. One such scientist is Dr Kimberly Stride who came up with the idea of blowing the virus off the face of the Earth with a specially developed cruise missile. Sadly, her assistant is a bit of a perv, and strapped her naked to the missile and then

fired it. Now, naked as the day she was born, Kimberly has to pilot the missile through a textured 3D environment and save her life as well as the planet!

As far as weird stories go, this one has got to take the biscuit! The game does look stunning, however, and we hope to have a full preview in the next issue of *Sega Pro*.



The Postman always nicks twice!

Sega, being a great bunch of blokes, sent us *Primal Rage* on the 32X to review last month. Sadly, somebody in the Post Office decided that the package bearing the Sega logo was too tempting to pass up, and so promptly nicked the contents! We were

delivered an empty packet (something that Miles knows intimately) and left to ponder the resulting delay in reviewing this game. Still, we managed to get there in the end, but never to be said that Sega Pro falls behind on its reviews because it's lazy!

Back-up finally arrives

Any Saturn owner who also owns a lot of games will no doubt be used to the annoying habit of running out of back-up memory. Sega have been promising the back-up cart for quite some time now, but it's only just arrived. Sales of the cart are expected to

peak very soon as thousands of frustrated Saturn owners rush out and get their hands on as much extra memory as they can. It sure beats breaking all the records on *Sega Rally* for the umpteenth time!

Adidas Power Soccer

Anything Psygnosis touch at the moment immediately turns to gold. They have this magical Midas touch. So when they announced the forthcoming release of *Adidas Power Soccer*, EA and Gremlin must have been quaking in their boots. Their soccer sims, (*FIFA '96* and *Actua Soccer* respectively) are currently enjoying a stranglehold on the market, but Psygnosis are hoping to blow them away with the most definitive game of its kind. Featuring all the gimmicks such as virtual stadiums, full commentary from the legendary Brian Moore and Psygnosis'

trademark playability, *Adidas Power Soccer* could revolutionise 'next gen' soccer sims.

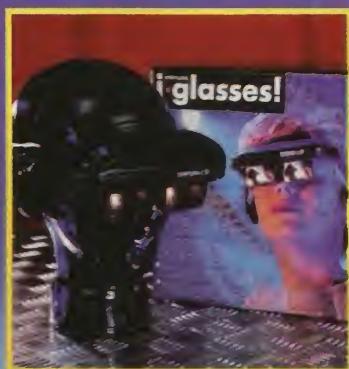
At the moment, the game is only in the early stages of development and only time will tell if Psygnosis venture into the footy genre will pay dividend, but going on past record, no-one will be betting against it!



Virtual headset

Well, this isn't exactly true, because the new 'Virtual Reality' i-O Glasses will work with anything from a video recorder to a console. The lightweight headset looks and feels like a small pair of glasses and will retail in the US for \$339 when they go on general sale at the end of the month. The glasses are said to be like watching a 62-inch screen from 11 feet away, and having personally tried the pre-production models at the CES last year, I can vouch for that statement. The glasses also have built-in stereo headphones, but the bare glasses do not have

the capability to sense head movement, although an upgrade kit will be available.



Acclaim Jam it up again

Films always beg for a game conversion, and the new live/animated feature *Space Jam* (starring Michael Jordan and the Looney Tunes characters) is no exception. Warner Bros. Interactive Entertainment have announced that Acclaim and Sega's Pinball division have acquired the rights to produce games based on the title. Expect to see some early screenshots and previews very soon indeed.

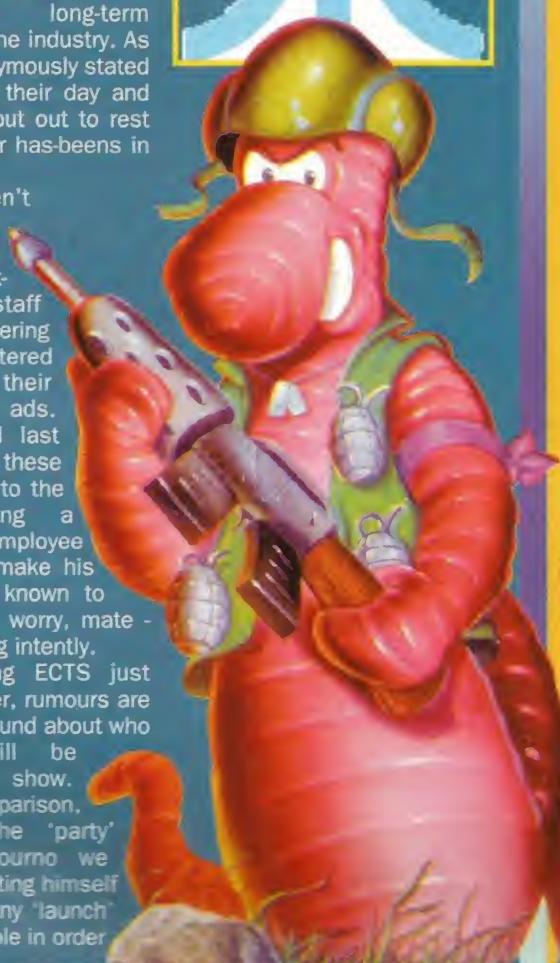
Raunchy Rumours

Welcome to another unhealthy dose of fictitious, libellous and downright scandalous tales that we've been chewing on this month. Errm, maybe I should re-write that opening paragraph as nothing really interesting has happened this month, save for a few morsels of info that I shall now tell you about while rubbing my hands in glee (What's that? Some kind of Swarfega substitute? - Dino). Atari, the giant video game manufacturer that have been synonymous with the term since the advent of arcade and computer games has cast even more doubt as to its future because it has merged with (of all people) a disk-drive manufacturer! After the appalling flop of the Jaguar (let's face it; it was the biggest pile of pants that we'd ever seen, and that's only the start!), Atari laid off many of its staff at its USA HQ and the merger has raised questions as to Atari's long-term commitment in the industry. As one source anonymously stated "Atari have had their day and now should be put out to rest with all the other has-beens in the industry!".

Sega still haven't been able to find out which members (or ex-members) of staff have been plastering London with altered versions of their famous Saturn ads. As we reported last month, some of these are pretty close to the mark, indicating a disgruntled ex-employee who wishes to make his or her feelings known to the world. Don't worry, mate - we're all listening intently. With the Spring ECTS just around the corner, rumours are already flying around about who and what will be available at the show. This palls in comparison, however, to the 'party' hunts. Every journo we know is busy getting himself invited to as many 'launch' parties as possible in order

to soak up enough free beer to kill an elephant. Dino (after his brush with the hospital last week) has refused to join in, pleading that an alcohol-free life will make him a better person and more conductive to members of the opposite sex. We always thought that it was the other way around. After all, after downing five pints of strong lager, any girl you see is the physical parody of Claudia Schiffer!

Anyway, enough of this mindless and irritating space-filling drivel. Some of us have to get on and do some proper work (Since when? - Dino) so I'd better get on with it before I'm faced with another all-nighter at the office. See you all next month!



Saturn smashes into the Charts

Despite the huge sales of Saturn software, some criticism has been levelled at Sega for its quality. Hopefully, this now seems to be a thing of the past, with Saturn software currently occupying the top three slots on the Compact Disc gaming charts. Worms sits proudly atop of the pile, whilst *FIFA '96* and *Sega Rally* follow close behind. All these games were rated at over 90% by your fair Sega Pro team - you can't ask for much better

than that!

Equally as pleasing as the review scores and sales, is the fact that two of the games have come from third party publishers. Sega have produced some top titles recently, but they can't do it all alone. It's encouraging to finally see other publishers using the Saturn as a platform for developing new titles.



SEGA
PRO

Guardian Heroes

► The Japanese are renowned for their quirky tastes in games and nothing highlights this more than *Guardian Heroes*. It combines two of their favourite pastimes, Manga and RPG's, and forms a strange, comic-like adventure.

The game revolves around six intrepid adventurers as they set about defeating the evil that threatens their peaceful existence. Admittedly, this sounds like every other RPG that's come out of Japan, but, believe me, this one is different. The characters and graphics all have a cartoony feel about them and with loads of Manga cut-sequences, the overall impression of the game is that of an

interactive Manga movie. Neat, eh? Well, if that's your sort of thing anyway.

Guardian Heroes is all due out in Japan any time now and, if all goes well, could be released over here before the end of summer. 'Til then, watch this space!



Dark Saviour

► What a surprise, yet another RPG! Don't the Japanese play anything except RPGs and beat-'em-ups? Still, if they're all as good as *Dark Saviour* we can't really complain.

Although it's still at a very early stage of development, *Dark Saviour*, with its gripping plot, heroic characters and massive playing area is already causing a bit of a stir in Japan. It has all the ingredients essential for another classic game.



The Tower

► A bit of a strange one this. For all their business acumen and hard-working ethos, it's not the kind of game you'd expect to see the Japanese playing. This could be why it's, so far, only received low key publicity. Still, for us sad Brits who like to do nothing more than spend a few

hours playing an economic/strategy game, then *The Tower* could be a welcome relief from the huge array of sport sims, race-'em-ups and beat-'em-ups that seem to make up a large percentage of Saturn software at the moment.

Basically, the game is in a similar vein to *Sim City* except that instead of building up huge metropolis, you have to build up a huge skyscraper. You have to sell space to businesses, keep everything in working order, advertise and so on, all whilst keeping a wary eye on your finances to make sure you don't

go broke! At the time of going to press, *The Tower* is still only about 80% complete, so it's a long way off, but for sados like me who're in to this type of game, it at least gives us something to look forward to.



The King of Fighters '95

From the school of *Street Fighter* comes *The King of Fighters '95*. Featuring a staggering 24 characters, each decked out with their own moves and special moves, it promises to take the beat-em-up genre to new levels of hard-hitting action. If ever there was a game to match the phenomenon of *Street Fighter*,

this could be it! Staying clear of polygon characters and reverting back to the standard two-dimensional side-on view, it bears more than just a passing resemblance to Capcom's original masterpiece. Still, I suppose if there's one beat-em-up to copy, it's *Street Fighter*. Where *King of Fighters '95* does break away from the SF mould

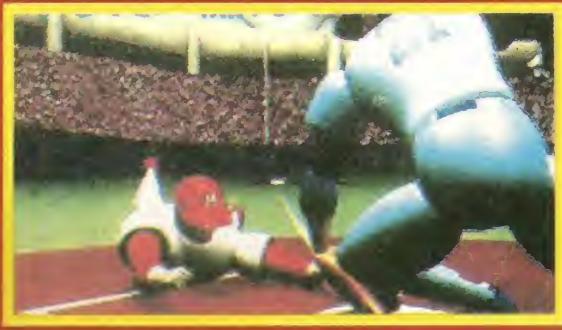
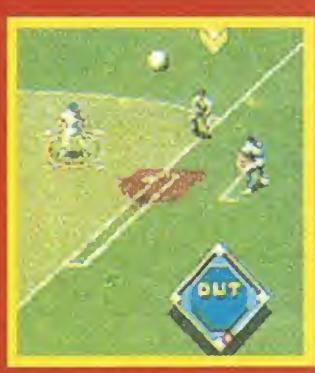
though, is in the new, unique three-player tag team mode. Three players can either co-operate to defeat another three, or fight against each other. With up to six characters a match and 24 to choose from, the potential is almost limitless. Just imagine it, no more puny one-on-one contests; we're talking three-against-three! Cool!



Double Header

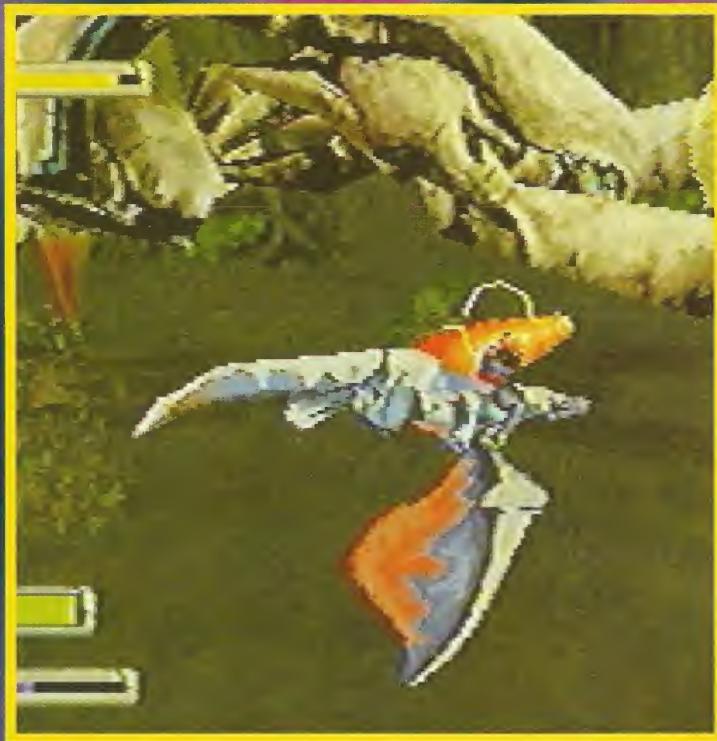
Second to their love for Anime comes the Japanese passion for Baseball. No sooner had the Americans got their grubby little fingers on Rounders and renamed it Baseball, than the Japanese fell in love with it. Personally, I can't think of anything more boring (oh, I forgot about Miles)!

Nothing highlights the Japanese fanaticism for the sport more than the number of computer sims they bring out. The Saturn already has a couple and there's more on the way. *Double Header* is just one of them, but with some outstanding graphics, hundreds of players with genuine stats and figures and single matches or full season calenders, it already stands in a league of its own. Ready for release at any moment, *Double Header* could do for Baseball in the UK what the Madden series did for US Footy.



Panzer Dragoon 2

Mention *Panzer Dragoon* and what do you think of? German tanks trundling around Second World War battlefields? Or maybe Napoleonic cavalry divisions in spangly jackets and startling hats. Oddly no such things appear in this game, which makes you ask the question "what's it all about then, matey?"



Remember this guy? He was the no good so-and-so who was chasing after you in the intro to the first *Panzer Dragoon* game. He's come back to get his revenge for that large rock that dropped on his head!

Prap's I've missed the boat a bit. After all this isn't just plain old *Panzer Dragoon*. Oh ho no. This is brash, hairy chested, pelvic thrusting *Panzer Dragoon 2*. A veritable Tom Jones among Cliff Richards in a vaguely relevant 60s pop-type metaphor.

Ahem — down to business. It doesn't seem like more than ooh, say six or seven months since the original *Panzer Dragoon* game waltzed merrily out of Sega's dingy development department onto the dazzling world of the shop shelf. And it wasn't! Along with *Daytona*, *Virtua Fighter* and *Bug*, this was the game which convinced many a discerning punter to invest in Sega's latest piece of kit.

Everybody's played it of course. Or have at least seen it. A texture mapped 3D shooter with big billowing dragons and, erm... that's about it. Once the appeal of the sumptuous graphics wore off, what was left was little more



Panzer Dragoon still feels like an updated version of *Space Harrier*, but maybe that's not such a bad thing. Everything in this second outing has been re-vamped and updated to bring this classic game into the nineties.

● SEGA ● £TBA
● 1 CD
● May

Completion

1st Impressions

Panzer Dragoon convinced many people to part with their hard-earned cash and fork out for a Saturn. The second game may not have that "wow!" appeal that stunned so many new owners, but in light of the recent decline in Saturn releases, *Panzer Dragoon 2* looks set to fill a gap in the Saturn library. Everyone loves a good shoot-'em-up, even if it does involve dragons and a very dodgy name, so this game looks set to be hitting the top of the charts before long.

Missiles are still the most useful weapon in the game, so make as much use of them as you can.



than *Space Harrier* for the 90s.

As is always the way, after several months of play the flaws in what at first seemed a perfect game become progressively more visible.

Certain criticisms have been levelled at it. Gameplay being too linear. Limited power-up capabilities.

These are two aspects to be addressed in the sequel.

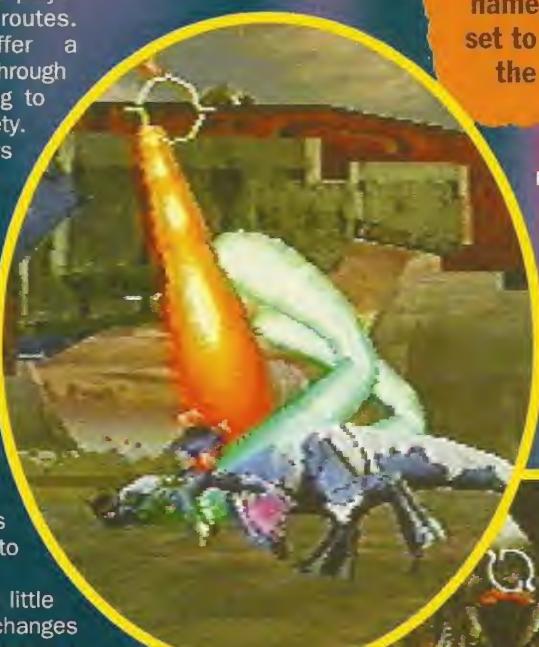
The story is set way off in the future on a pseudo-fantasy Earth. Biological warfare led to the formation of many strange creatures. Giant sand worms not dissimilar to those seen in *Dune* and dragons among others are a regular sight roaming the arid plains and skies. These mutants drove humanity to the brink of extinction until one man and his dragon came to the rescue. Now the action's about to start all

over again with more of the same and some crucial differences as well.

This time out, instead of levels consisting of one path, they'll split periodically giving the player a choice of routes. Each will offer a different route through the game leading to far greater variety. The programmers have also found a way to load data off the CD while play is in progress which gives the capacity for larger levels than before. As big, in fact, as the programmer likes given the vast storage space facilitated by the compact disc format. Also, the dragon itself is now able to morph into different forms.

We will have to wait a little while to see if these changes actually work, so expect to see a full review in *Sega Pro* very soon.

***This is brash,
hairy chested,
pelvic
thrusting
Panzer
Dragoon 2***



If in doubt, hit the little bleeder with everything you've got! All the old favourite options are still available, and of course, the graphics have been updated at every available opportunity. The game still plays pretty much the same, but the final version is still being put together, so anything could happen.



I'll take a swift guess and say that this red lightning bolt will hurt lots if it hits you. Call me dull if you will, but I tend to avoid things like these like the plague.



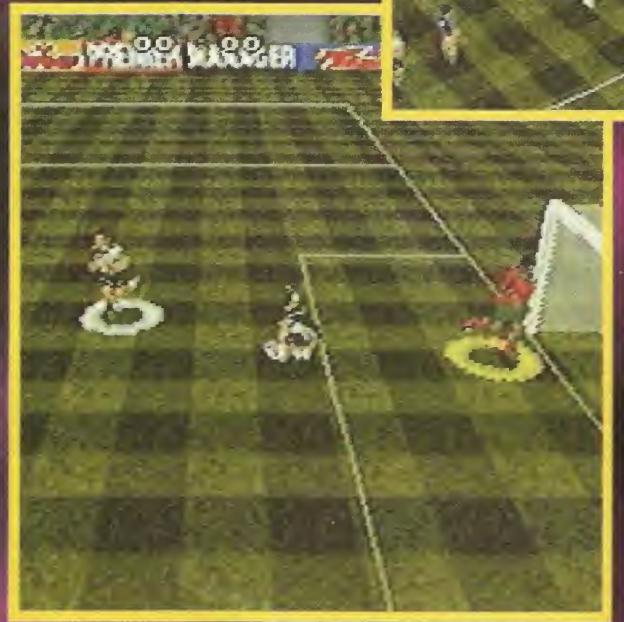
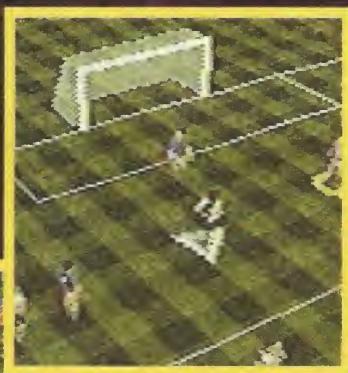


Obviously releasing their Euro Championships tie-in after the event could be risky, what with the strong likelihood of an early English exit. Instead, Gremlin are pushing for a release in advance to capitalise on our totally unfounded optimism. Even after thirty years spent almost exclusively in the International wilderness, we still don't seem to have learnt!

Euro '96



An open goal! All it needs now is for someone to tap that little white thing into the back of the net! Hang on! Where is everyone going! The ball is to your right, mate, not on the other side of the pitch! Ah well - you pay peanuts and you get monkeys, I suppose!



Unlike other footy games, the maker that indicates which player is under your control actually helps you play the game. The different shapes indicate what type of play can be used and when it would be most effective.



There's only one footy game and no, it ain't *FIFA '96*. *Actua Soccer* on PC and PlayStation plays EA's effort off the park in every department. The graphics are more detailed, the sound effects crisper, the animation superior. Most importantly though, the gameplay is streets ahead in terms of subtlety and options.

With this in mind, Saturn owners will be over the moon to hear of the impending arrival. Yep, your very own version of this landmark in simulations of the beautiful game is on its way. But, in the best tradition of second rate '80s comedians, there's more! As you might have sussed from the slight alteration in nomenclature, it's been updated to tie in with this summer's European Championships. After the fiasco of failing to qualify for the last World Cup, the fervour is that much greater (in this country at least) for the first major

● Gremlin ● £TBA
● 1 CD ● Spring '96

Completion

1st Impressions

Actua has now surpassed *FIFA* as the best footy game of all time, but the Saturn is still lacking the original version of this brilliant game. Thankfully, *Euro '96* brings *Actua* to the Saturn with a few twists involved.

The game plays like no other and even though it's quite a long way away from completion, *Euro '96* is shaping up nicely. If football is your game and you're tired of playing old games, then keep your eye out for *Euro '96*.

international competition to take place on these shores in thirty years. Instead of the nondescript knockout competition featured in previous *Actuas*, *Euro '96* incorporates a faithful reproduction of the competition. The first round involves four groups of four teams. The winners and runners-up in each group go through to a quarter-final stage from where the competition reverts to a standard knockout format.

Purists will be delighted to learn the actual stadiums used for the tournament have been authentically recreated to compliment the wonderful stop-motion animation modelled using Sheffield Wednesday's Chris Woods and Andy Sinton. The latter of course having since departed for Tottenham for anyone not up on the Premiership's recent transfer wheeler-dealings.

It's not 100% complete yet but we're promised loads of cosmetic enhancements. Barry Davies' commentary will be tweaked to acknowledge the Euro Champs

competition and even the crowd chants will be relevant to the teams involved.

There'll be twelve different celebrations when a goal's scored and the programmers intend to make full use of the Saturn's 256 colour display.

The best news though is that the excellent gameplay and control system will remain the same. All those neat back heels and one-twos will be retained as well as the ability to do spectacular overhead kicks and headers. The beauty of *Actua* over *FIFA* is that it's up to the player to pull these off. *FIFA* had a nasty habit of doing the flashy bits itself. Aesthetically pleasing it may have been, but it didn't do much for the old personal satisfaction factor.

Being avid footy fans, the prospect of this potential gem of a game has got us at Sega Pro all of a quiver with anticipation. If it lives up to its promise it could surpass every other footy game you've ever played. It's not all over yet, but it soon could be.



Jogging away from the net after scoring a goal is a feeling like no other. The crowd roars, your fellow players run up to you in a shameless display of affection and the ref just stands around and waits for you all to get one with it. Ahh, football - what a great game!



The players in *Euro '96* are among the most realistic we've seen. Every one is made up of hundreds of polygons, allowing them to be re-sized at will. In reality, this means infinite camera angles and super-smooth action replays to annoy your friends with.



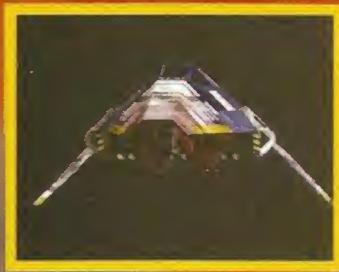
Okay, keep your guard up and watch out for those elbows. No pulling of shirts and definitely no spitting on your opposing players when they make a good play. That goes for you to, Miles!

Saturn

Work In Progress

Wipeout

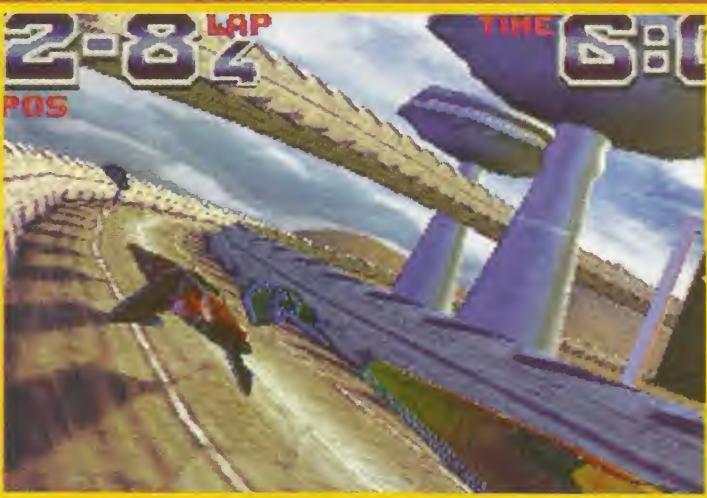
When it comes to top scoops, Sega Pro is your mag. Having already exclusively revealed Wipeout's release on the Saturn, we prove one step ahead of the pack again, as this special preview shows.



3D modelling has come a long way since the early days of *Tron* and such. Now, even the most modest home machine is capable of producing still images that would shadow this pinnacle of computer animation that was produced on a Cray super-computer. *Wipeout* is a good example of this. The speed and smoothness of the 3D environment is stunning, as is the artwork and stills that come with the game.

If someone had suggested, a couple of months ago, that Psygnosis would be bringing out their stable of top Playstation titles on the Saturn, they'd have been carried off to the loony bin in a strait-jacket. After all, Psygnosis are owned by Sony and what's the likelihood of them releasing their best games on the console of their main rival? Well, as we exclusively revealed, that's exactly what they plan to do. Over the next few months Saturn owners will not only be treated to the release of *Destruction Derby* and *3D Lemmings*, but the fantastic *Wipeout* too!

To get some idea of what *Wipeout* is about (as if you don't already know), imagine yourself strapped into a futuristic state-of-the-art



These early screenshots show just how much a game can morph over time. That Saturn game is expected to be no different to the PlayStation version. Only time will tell if the finished version will live up to expectations.



Completion

1st Impressions

Psynosis have, no doubt, hit onto a winner here. Over the years, they have developed a reputation of delivering some of the best games around (save for the awful *Novastorm*) and *Wipeout* confirms this without a doubt. The Saturn version will always be compared to *Sega Rally* in terms of playability, but to be honest, they're two completely different types of racing game. We await the finished product with baited breath and sweat on our brows.

futuristic state-of-the-art hover-sled

little has been seen or heard of the the games conversion.

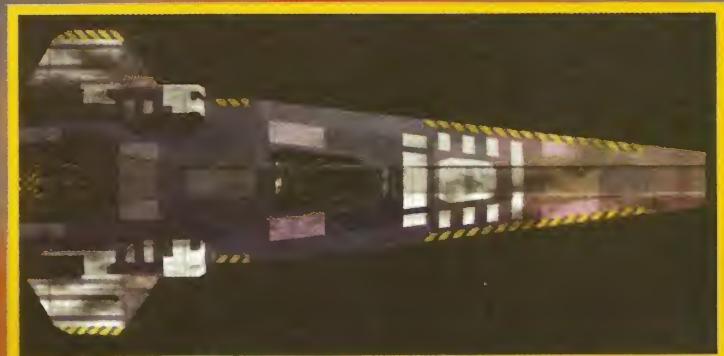
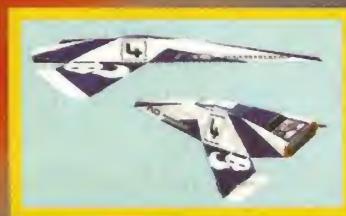
When it was first announced that the game was to be released on the Saturn, it was assumed this would be under license to Sega, but Sony are not that stupid. If they licensed the title out to Sega, they could then go and do what they liked with the game and Sony wouldn't be able to do a thing about it, but with Psynosis publishing the game, they'll be able to have some say over the quality of the finished product. Now I'm not saying they'll actively try to make it crap, but, let's be honest, they're unlikely to allow it to be better than the

hover-sled, racing at sub-sonic speeds around a succession of tight, twisting tracks. Now, to make matters worse, imagine seven other racers, all armed to the teeth, who'll stop at nothing to win. Got it? Sounds pretty cool, doesn't it? And thanks to the generosity of Sony, it'll soon be appearing on a Saturn near you. Now generosity is not a word commonly used to describe Sony, at least not in George Michael's vocabulary, so quite how Psynosis persuaded them to allow the release of *Wipeout* is a mystery. The high-speed racing phenomenon is still one of the main selling points for the Playstation, but the fact that it's now going to be on the Saturn is bound to have detrimental effects on this. Sony must have realised this themselves, which makes their decision to allow the game's release even more surprising. Surely they're playing straight into the hands of Sega. If all the top Playstation games are on the Saturn (*Toshinden*, *Wipeout*, *Destruction Derby*, etc, etc), why should anyone get a Playstation

and miss out on games like *Sega Rally*? Perhaps it's all a cunning plan and Sony are hoping Sega will kindly respond by releasing *Sega Rally* on the PSX. Yeah, right! Dream on lads! Whatever their reasons though, we shouldn't complain. After all, these are games of proven quality that will only reiterate the Saturn's position as the worlds number one console. Cheers Sony! Saying all that, it's a bit too early to be getting over-excited. As yet,



Sleek, smooth, fast - no, it's not Dino getting ready for a night out in Torquay (Ey! What are ya sayin', like? - Dino). It's one of the Venom class ships that you get to drive. Pretty neat, huh?



Although these pictures were produced by a dedicated rendering package, the in-game versions are just as stunning. Given the added bonus of movement as well, you can't help but be stunned by *Wipeout*'s gameplay and additiveness. Watch out *Sega Rally*, these someone right on your tail!



Playstation one. Looking on the bright side though, Psynosis have a good reputation for top quality games and they're unlikely to want to sacrifice this for the sake of Sony's vanity! Whatever the quality of the finished product, due to it's success on the Playstation and the mass of hype surrounding it, *Wipeout* is destined to be a phenomena. Let's just hope that Sony don't have too much say about what Psynosis do though, or it could be one huge disappointment.

Saturn

Virtua Cop



Player's Guide



You'll grow to hate the reload message. It's funny how you seem to run out of ammo at exactly the same moment half a dozen heavily armed terrorists hove into view.



Mission One



You have to get a shot off before the markers top and bottom of the sight are aligned. When this happens the sight turns red and the baddy fires.

The game begins outside the gates to the docks. The first bit's simple enough. All you have to watch for are a couple of hostages who appear to the right. Also look out for the guy who pops up in the window of the guard's room to the left of the gate. Shoot the windows out early so when he appears you get a clean shot.

After dealing with the first wave of enemies the gate opens giving access to the ship yard. As it begins to slide across a lorry pulls into view from which several terrorists emerge. Don't just fire willy nilly though as there's a hostage in amongst them. Wait until the view is clear before letting rip.

After a few seconds the view pans to the left and you'll find

yourself in amongst a load of crates. Shoot the wooden box to the right to reveal a hidden rifle.

During the next section there are quite a few blokes milling about in the distance but ignore them unless you're really feeling like Dirty Harry. Concentrate on hitting the ones highlighted by the sight. The first section then ends and your score and rate are displayed.

On the next bit watch for the baddies popping out from behind the wooden crates. When the camera pans to the roof shoot the guy. Then a hostage and another gunman appear. As soon as you shoot him another who was standing behind him rolls to the right before lining up a shot.

After the men on the roof have been dealt with two more appear from behind the crates before four hostages run for cover from the warehouse. Hold your fire as the truck crashes through the barrier. On the back is the level one boss but you can't hit him yet.

The action continues and the camera pans round to bring a ship and large crane into view. Hit the red barrel until it explodes. The blast will destroy the crate in

the distance to reveal an automatic.

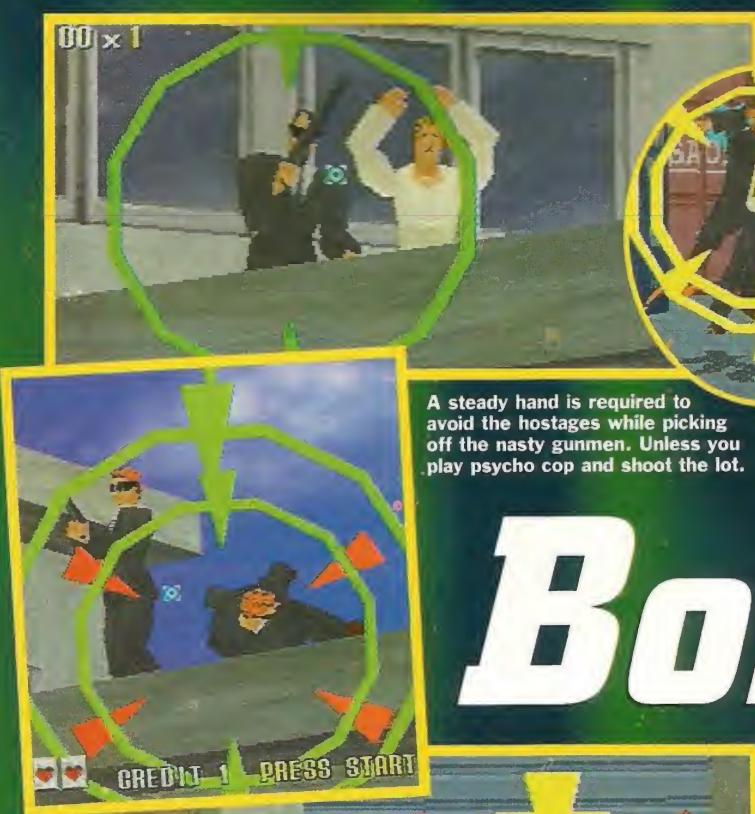
During the next sequence you'll see a car on the right and a couple of crates to the left. Pick off the gunmen but be especially careful of the guys with grenades. The first pops up behind the car. The second by the crates.



Once inside the store room pick off the guys who appear on the floor but watch for the man running across the gantry at the back. Hit him to gain a shotgun.



BOSS One



A steady hand is required to avoid the hostages while picking off the nasty gunmen. Unless you play psycho cop and shoot the lot.



Shooting crates sometime reveals a new weapon. Believe me anything's better than that poxy pistol. Unfortunately weapons are lost as soon as you take a hit which means they don't tend to last for very long. Except of course in the hands of legendary games players like the Sega Pro team.



Keep your sights trained on him while he mouths off then start firing as soon as the signal's given. He never goes out of sight but you have to worry about the waves of rockets. These can be shot and you should concentrate on doing this. If you keep the sight trained on his gun you'll be able to hit him as well as hopefully knock out his shots before they have time to disperse.



I don't know what that vest's made out of but this guy seems to be able to withstand several dozen shots. Oh yeah — when you told to hold your fire the second time be ready for when he goes for his gun.



It's cool the way baddies react in different ways depending where you hit them. This guy for instance is likely to be hopping down the nick!



Above: The level one boss sends four hostages ahead to cover his escape before bursting out of the warehouse aboard a truck. Don't worry — he'll get his commuppence.





Above: That's one perp who won't be spoiling any more kiddy's Christmases



Left: Oops! The first rule of policing — don't get shot. Obvious but true.



Mission Two

The quarry provides plenty of cover for the enemy so you'd better be accurate. There are a couple of red drums over by the tower at the beginning which can be destroyed. Also there's a guy who pops up from behind the pile of dirt to the left of the tower and starts chucking grenades. Otherwise this first scene is simple enough.

Clear the first area and the camera moves right until you're behind a slag heap. When the guy rolls out to the right don't try to just pick him off with one shot. Shoot and keep shooting as for the next few seconds they come thick and fast. Sometimes if there's one enemy standing behind another you can't see him. However you can shoot him and he can shoot you so don't worry about that hit ratio too much. After you finished the next wave of terrorists who appear over the top of the pile of dirt you're hiding behind comes the first really tricky part of the level. You go over the brow of the hill

until you're looking down into the quarry pit. There are several terrorists wandering about and hiding behind the excavator but the job's made harder by the camera. If you're using a Stunner it's not so bad but pad users will find a problem — they've probably encountered to a lesser extent earlier in the game. That is that the cursor remains in the same position on screen regardless of the camera movement. In effect you could have a baddy in your sights but as you're about to fire the camera moves and pans him away. There's no remedy for this other than to practice and learn to anticipate the camera moves.

Next jump down to mop up the rest. Get the axe man who pops up right in front of you then watch for the guy coming down on the conveyor.

As you start to make your way up the far side of the pit look out for the grenade guy. Other than that just pick off the snipers as they show themselves. Once up on the other side try to blast the two red barrels as this'll reveal a handy machine gun.

Next it's back down into the excavations. Just keep blazing away as the place is teaming.

The fight continues up out of the excavations and into the main quarry area. As soon as you see the big tipper lorry shoot the windscreen out

Then pick off the bad guys as



they appear. After the axe man appears in the foreground a man will appear at the controls of the truck. Shoot him immediately or he'll run you over.

The following section is pretty much par for the course although it does get quite frantic. Hit the guy at the top of the tower to the left for an automatic weapon.

The scene then moves left. Train your sight just behind the cab of the parked van and shoot

This part is made even more difficult for the pad user cos the camera keeps on shifting about. You really need to learn the bad guys' attack patterns to get through.



You've got to admire the balls of a bloke who'd go up against a heavily armed enforcer armed with only a mallet. Mind you with that taste in shades he must be a bit simple





the grenade thrower when he appears. If you don't get him straight away your view becomes obscured by fleeing hostages.

The final scene before entering the bosses building is a shootout amongst some oil drums. Just watch for the guy with the grenades behind the distant slag heaps to the left.

Inside the corridor terrorists come thick and fast. Your best chance is to keep firing. You can't pick them off as they often come three or four one behind the other.



Above: Exploding oil drums near to parked cars can have a detrimental effect on their re-sale value. It's a good laugh though which I always say is the important thing.

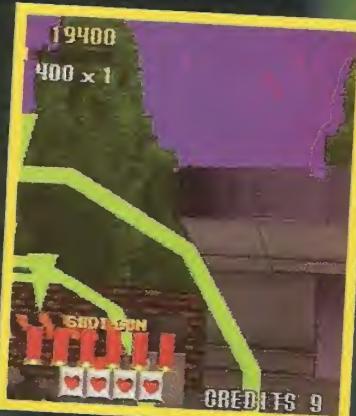
Right: The flame thrower's a pretty impressive weapon but the biggest threat level two's boss section presents comes from the reams of baddies who pop in between the boss' short, sharp attacks.



You don't impress me with your bulging biceps and enormous weapon ya big jesse!

Boss Two

This is the toughest boss in the game. Not only does he fire at you himself, but ducks out of sight periodically at which point more terrorists turn up to give you a hard time. Firing willy nilly is no use as they come from all over. Keep cool and try to pick them off with single, accurate shots. As before, shoot the boss' shots when he appears and hit him between attacks.



Mission Three

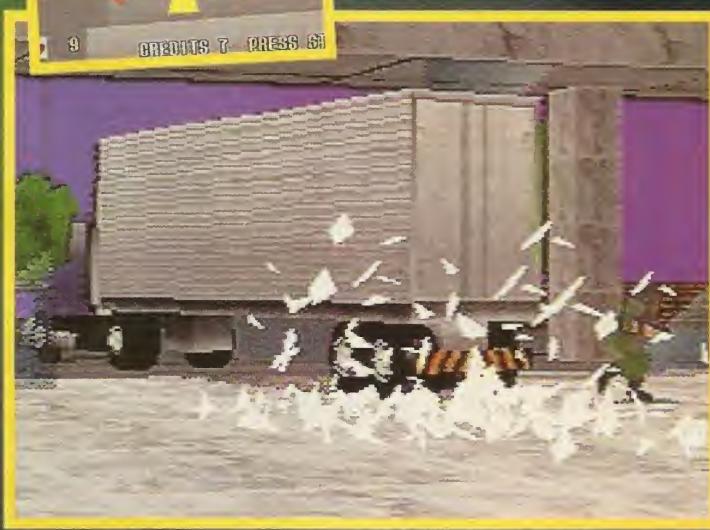
The final stage takes you into an office block overrun with terrorists Die Hard-style.

The main difference you'll find between this and the other assignments is that a lot more finesse is called for. Baddies appear very much further apart than before and with the large number of hostages dashing around in blind panic it soon becomes plain that just raining a shower of lead in all directions would be as pointless as it would

wasteful.

Fire in short, controlled bursts — especially if you get a rapid fire weapon. As soon as you hit a baddie they cease to be 'solid'. Meaning as soon as they've been hit once subsequent bullets pass through them and hit whatever's behind. This can be useful when a lot of bad guys are lined up but it makes it extremely easy to hit hostages by accident.

Though it's tempting, don't bother shooting computer screens and such like. There's nothing to find (or at least nothing we could find). Extra weapons are gained from shooting certain terrorists.



Two shots left. The question is do I try to reload or shall I trust my somewhat iffy marksmanship skills to take this guy out clean. Oh the agony of choice. Maybe I should sit down and mull it over perhaps over coffee and cakes. It always helps the decision making process along, don't you find?

Boss Three

This dude looks rock hard in his robosuit but actually turns out to be a push over. Even with the pistol! Just keep pounding him with lead. Occasionally your targeting device will highlight one or other of his weapon arms. A few shots will destroy it then go to body once more.



CAPTION

Virtua Cop Weapons



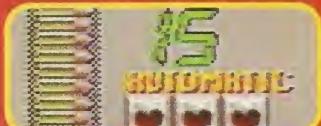
Pistol

Rate of fire: Poor
Rounds: 6
Reload: Yes
Where to find it: Default weapon



Automatic

Rate of fire: Good
Rounds: 15
Reload: Yes
Where to find it: All levels



Shotgun

Rate of fire: Poor
Rounds: 6
Reload: Yes
Where to find it: All levels



Rifle

Rate of fire: Good (bursts of three rounds)
Rounds: 15
Reload: No
Where to find it: Levels 1&3



Magnum

Rate of fire: Okay
Rounds: 6
Reload: Yes
Where to find it: 2&3



Machine gun

Rate of fire: Very good (Hold down trigger)
Rounds: 30
Reload: No
Where to find it: Levels 2&3



Special

Rate of fire: Superb (Hold down trigger)
Rounds: Unlimited
Reload: N/A
Where to find it: That would be telling!





Beat-'em-ups have used every single conceivable type of character in their games. Monsters, real people and even sprites made up out of balls have seen beating the living hell out of each other. Then *Primal Rage* came along and with something a little unusual...

Primal Rage

Primal Rage really doesn't need any kind of introduction at all. If you've never heard of or seen this game then you're probably dead. In that case, you can answer a very important question regarding God - does he prefer Sega or Nintendo? Sega Pro's jury is still out on this little question, but we think the the Almighty One probably likes to kick back to a good game of *Sega Rally* every once in a while.

We don't know if Primal Rage comes into this category. The storyline goes something like this; a massive meteor hit the Earth and killed more or less everything in sight. Buried under many thousands of years worth of ice were the hibernating forms of

six dinosaurs who were duly awakened by the catastrophe that had befallen the planet (well, could you sleep through an explosion equivalent to the Big Bang itself?). Seeing the devastated world around them, they all decided that it was worth taking, and so began the fight to become ruler of the now christened 'Urth'.

This leads us nicely into your role. You have to take control of one of the dinosaurs and defeat the others in order to become the ruler of the new, devastated world. Each dinosaur has his own set of special moves (as per ruddy usual!) and a few basic, standard moves. The thing that made this game so popular in the arcades was the graphics and

blood that was so controversial when it splashed everywhere in *MK3*. The 32X version faithfully re-creates this, complete with all the roaring and gory sound effects.

Primal Rage is trying to fill a niche for those of us who can't really get into the grip of the normal beat-'em-up by introducing something a little different (i.e. the dinosaurs). While it scores massive amounts of points in originality (by this I mean the graphics, not the gameplay), *Primal Rage* is still just another beat-'em-up.

It plays pretty well, though. It seems that the 32X has been

used to good effect this time and if more publishers brought out games of this quality, then maybe the 32X would've had a longer life than it did. Everything else in the game is very good; the presentation of the game itself is flawless and the sound, for once, is full of sampled effects and music. What you can't do, however, is change the basic nature of the game, and now that the next generation of beat-'em-ups is well and truly with us, you have to question whether there's still a place in the market for the 2D, sprite-based beat-'em-up. We'll have to wait and see.



Proscore

72

Impressive, but there have been too many similar games of late for this one to stand out from the crowd

Competition

Virtua Cop

In issue 54, *Virtua Cop* received a rave review for its near-perfect recreation of the arcade original. This issue, we've compiled an in-depth guide to each of the three levels to help out any struggling enforcers.

With all this fuss we decided what better this month than to tie-in the latest big Sega Pro giveaway. We've got five copies of the *Virtua Cop* gun pack — that's the *Virtua Cop* game complete with Sega Stunner, and we're going to give them away to the readers brainy enough to answer the devious set of intellectually challenging questions below.

1. Name the maverick cop made famous by Clint Eastwood.

- a) Dirty Harry
- b) Dirty Den
- c) Bertie Bassett

2. Which of these famous phrases did said maverick cop coin?

- a) Eat my shorts.
- b) Oops Mrs Miggins, you're sitting on my artichokes.
- c) Go ahead, punk - Make my day!

3. What is a Sega Stunner?

- a) The busty birds who hang around the Sega stand at big trade shows.
- b) A rare breed of Welsh mountain rabbit.
- c) The Saturn light gun.

In the event of a tie, please complete the following in no more than eleven words:

I'm virtually a cop because.....

Write down your answers along with the completed tie-breaker on a postcard, the back of a sealed envelope or a meat pie and send it to: I'll have a free gun if you've got one going compo!

**Sega Pro, Computerfacts,
14A Union Street, Newton
Abbot, Devon TQ12 2JS.**

Entries to arrive no later than April 30th, editors decision is final and all that hogwash. Erm, okay, get writing!



Dino has been fielding jokes about this game all month, simply because it happens to be named after his Russian girlfriend's home town. I'm sure it's spelt differently, though.

Cyberia



"Listen baby; It wasn't me you saw in the pub with that Brunette! It was my long-lost twin brother who happened to be wearing the exact same clothes as I was! Now, put down that gun before it goes off!"



Thanks for that, Miles. You're making the coffees for the next fifty years. Maybe next time you won't be so quick to use your rapier-like wit! (That's fighting talk where I come from! - Miles).

Russian jokes aside, *Cyberia* is a cunning blend of arcade action, adventure and role-playing, all rolled into one compact package. The story reads like a Bond movie; in the not-too distant future, the world has become a playground for numerous terrorist organisations (except that they can't use the slides because their Mums don't want them to ruin their new jeans). They've got the entire planet under their evil grasp, but things are about to get even worse. A Doomsday device, codenamed *Cyberia*, has been found frozen deep beneath an icy wasteland and if it falls into the wrong hands, life as we know it could end in a short, swift flash of light. You are a Merc who has been hired to find this device and then baby-sit it until it can be

given to the good guys. The only problem is staying alive long enough to complete your mission.

Once you begin a game, you are prompted to enter your initials; this serves the purpose of saving your game in the Saturn's built-in memory. This is a real godsend, as there are more than a few sections in the adventuring part of the game that will kill you before you even know what's happened. The game will automatically save your progress at key points, so if you do manage to kick the bucket (which isn't too difficult when you first start playing *Cyberia*), you can restart the game without playing through the entire level.

More or less everything in *Cyberia* is pre-rendered. The opening sequence sets the scene nicely and you're then greeted at your temporary base by a blonde woman who feels slightly uneasy with your gun being permanently armed. After you've disarmed your gun, the base comes under attack from the Terrorists. Time



for the first arcade section.

This is reminiscent of the turret battle in *Star Wars*. You are led to a massive gun emplacement and have to fight off numerous enemy craft and even a few mines that float towards you. After the stunning rendered sequences that lead you up to this point, this action section is a big disappointment. The enemy ships have hardly any animation to speak of and the who thing gets pretty monotonous.

Thankfully though, it doesn't last too long. *Cyberia* suffers from a little bit of plot-jumping from time to time, and this is just one example. After you have successfully defended the base from the Terrorists, the blonde girl who was so hostile to you in the beginning begs you to kiss her. Now, I'm not one to refuse a pretty blonde (you're not one to refuse anything, mate! - Miles) but this change in attitude is baffling!

The next bit sees your alter ego being captured and then overpowering your guards. So begins the first of many adventuring sections where the backgrounds and your movements are all pre-rendered. This gives the game a kind of linear feel, as you know that you are moving along a pre-planned

course no matter how many routes the developers have encoded into the game. This is also where you get your first taste of the "one wrong move and you're dead" style of this game. For instance, there's a door on the upper landing that has a bad guy behind it. If you open it before doing something else (I'm not going to tell you everything! It

would spoil the game for you) then he promptly shoots you down before you get anywhere near him.

As you can probably gather, this is annoying in the extreme. The adventuring sections incorporate the puzzle elements of *Cyberia*, and you can select the difficulty level of these puzzles at the beginning of the game. The hardest level presents a real challenge, but you have to ask yourself if all the wandering around and constant re-starting is worth the hassle.

Cyberia is very impressive in its presentation, but is let down slightly by its unimaginative gameplay. The arcade sections are pretty dull, and the adventuring sections range from fiddly to downright annoying. Having said this, however, there is still a lot of things to do and if you're into this kind of action/adventure game then this will suit you down to the ground.

Anyway, that's enough of that. I'm off to the shops to kit myself out with some Arctic weather gear and head for the nearest airport that can fly me to Russia. Let's see if Jon and Miles can do the mag on their own for once!



Now, here's a base that should be immune from most forms of attack. At least that's the theory. In practice, it's a different story.



I can't say that I like my suit too much. It looks like I should be attending a Fetish ball somewhere!



The animated sequences in *Cyberia* are very good indeed. Obviously someone put a lot of time and effort into them.



Ah hah! A door! Maybe this will lead me into the next section of the game. It's just a shame that I can't wander around a bit first though.



Proscore

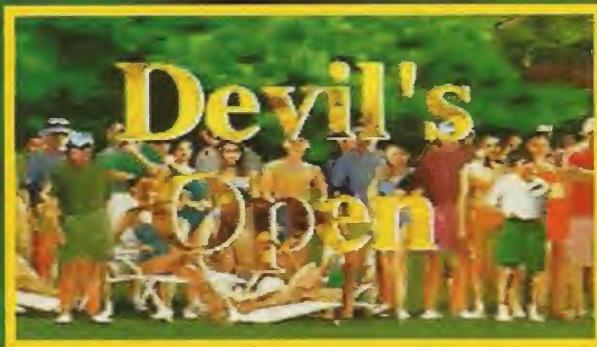
70

A decent enough attempt at integrating action, adventure and rendered graphics, but falls down on more than one occasion.



Review

We previewed this revolutionary golf game last issue and in true Sega Pro style, now we present you with a review of what's probably the most fun golf game around. See you at the 19th hole!



Valora Valley Golf



Hole 4
Par 3 160



Shot went 40 yards

If you read the preview of *Valora Valley Golf* last issue, you may already know one or two things about it. In case you didn't, let me go over a few key points of the game before we get down to the nitty gritty of appraising it.

Valora Valley Golf couldn't really be classed as a normal golf game. Most other games of this nature take their cues from real-life courses and players and even throw in the occasional tournament mode and skins game. *Valora* offers this, but with a refreshing twist in the gameplay. *Valora*'s course is a giant version of the Crazy Golf putting courses that you find in seaside resorts like my home town of Bournemouth. You

know the ones; small, poky little concrete covered holes with windmills, strange tube affairs and a few people desperately trying to sink a two-inch putt into a hole that could happily accommodate a family of four and still leave room for a double garage. *Valora* takes this theme one step further and translates it onto a grand, full-size course. The holes range from the almost-normal 18th to the completely weird (and very difficult) 5th where the green is perched on a cliff around 100 feet above you!

This kind of course would be impossible to play if it were for real, and it would be equally difficult if you put it into a game and only game the players the usual, run-of-the-mill clubs and shots. This is where *Valora*'s second new feature comes into play (excuse the pun). As well as the usual 'swing the club and hope to hell the ball flies straight' shots, *Valora* has a number of power-up shots that can be used to help you on your tour of the course. These are activated by letting the power bar reach the very top of the swing meter, stopping it at the right time and then stopping it again in the





highlighted section of the swing meter. Shots range from the Warp shot, which places your ball on the green to the Psycho shot which enables you to steer your ball as it flies through the air.

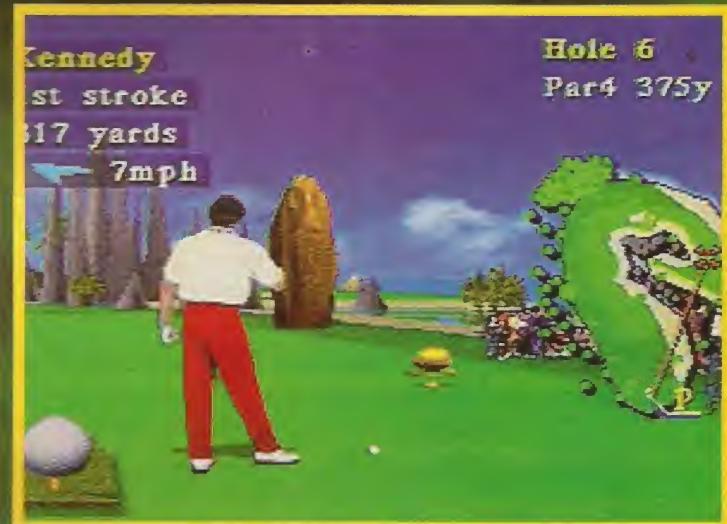
While these may bring a horrible taste into the mouth of golf purists, those of us who have played computer (and real) golf for a while know how boring the straight golf sim can become after a while. Admittedly, there is a fair amount of challenge in the old style of game, but *Valora's* power-up shots give new life into a somewhat stale genre. They're also very useful for some of the more difficult holes.

This doesn't mean, however, that you can't play *Valora* as a normal golf sim. There are many features to be found in *Valora* that are essential for any golf game. Tournament, Stroke and Match play all make an appearance in the game and you can even choose the appearance of your real-life, digitised alter ego. You can also choose which caddy to take around the course with you. These useful chappies will give you information and encouragement as you play, but I suspect that the only caddy that will be selected by male players will be the very pretty blonde with

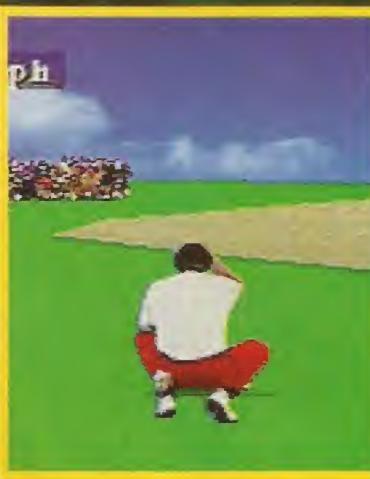
the cute voice. Don't blame me! I'm not sexist, just a realist.

Graphically, *Valora Valley Golf* is pretty good. The backgrounds and holes are very well drawn and everything is pretty smooth. The frame rate is a little suspect, but I imagine this is because of the sheer amount of computational power that is being thrown into displaying the holes and ball as it flies through the air. Vic Tokai have done a marvellous job on the game, including the great sound effects and speech that permeate the game at every available opportunity.

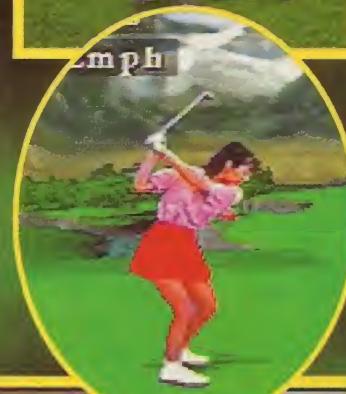
Valora Valley Golf is a great game. It won't be to everyone's taste, but if you can design a game that every single Saturn owner will enjoy and buy then I suggest that you get in touch with Sega and sell them your idea! It's a worthy challenge and even though the game is presented with a thick American accent (we've reviewed the import version here because the official PAL game is still under development), it's worthy of attention. I can't wait to see the official game, but I just hope that the boys at Vic Tokai don't get rid of the blonde caddy!



Hummm. This is a bit of a tricky shot, but if I cheat and use the Warp shot, I can make Sevy weep slowly into his caddy's shoulder in his typical, emotional Spanish way. Oh, the life of a professional golfer! Can you think of a better way to get paid millions of pounds for nothing?



No matter how many times you line up a putt, it always seems to follow a line of its own. Maybe I should've stuck to snooker instead. I still would've made millions and be able to retire at 30!

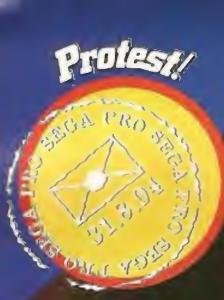


Some of the holes look almost normal. Be warned though, there are some cunning little tricks dotted around that will catch you out unless you place your shot right down the middle of the fairway.

ProScore

88

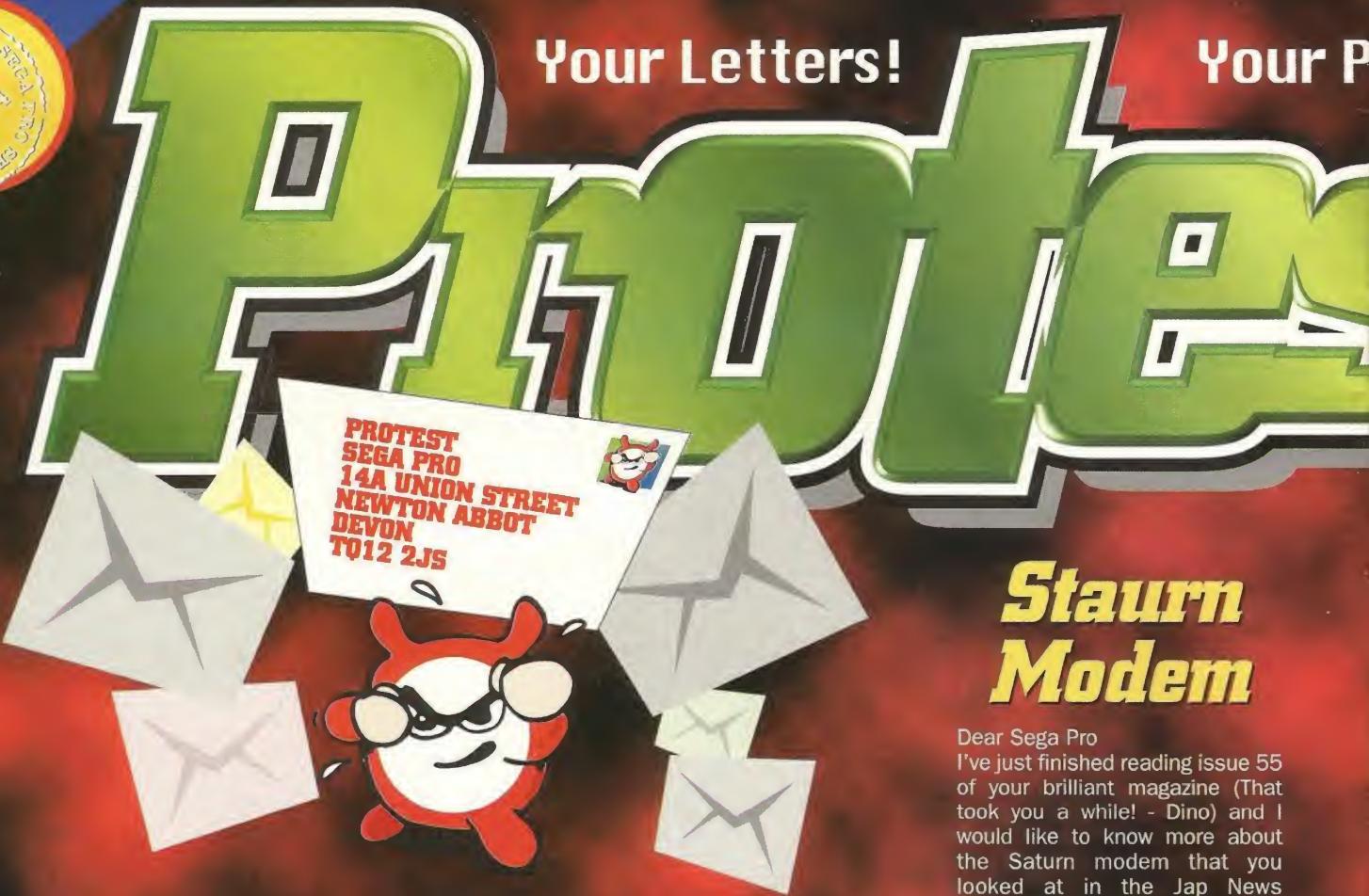
A good golf game with a few novel twists that help keep your interest alive in an otherwise stale genre. Well worth checking out.



Your Letters!

Your P

Email: Cfacts@mazza.demon.co.uk



The postie's life is a hard one. Not only does he have to keep up with the massive amounts of mail that we receive here at Sega Pro, he's got to contend with all the games we get sent as well. Still, at least he gets a hefty Christmas bonus, unlike us...

A BLAST FROM THE PAST...

Dear Sega Pro

I've been reading Sega Pro since issue 12, and still think it's one of the best Sega mags around. I have a small complaint to make however. How come Sega Pro has turned into a Saturn magazine with the rest of the Sega consoles only getting a look in every now and then? I own a Megadrive, a Game gear and a Master system, and the reviews have been a little thin on the ground for the past few months.

I understand that many software companies out there are concentrating on the new consoles, but don't they realise that there are still a lot of Megadrive owners out there who want to buy games? The same thing goes for the Game Gear and Master System.

Please could you print this letter in the hope that a few companies will take heed and maybe think twice before they ditch the 'lesser' Sega formats for good. Steve Cobblestone, West Yorks.


This is the last letter that I'm going to print on this subject, honest! We're all fed up with the attitude that some publishers have towards the older Sega formats, but at the end of the day, all they're interested in is a plus-sign on their profit and loss sheet. Megadrive and Game Gear games aren't selling as well as they used to, and the Master System is really only worth keeping as an antique. We've had to move with the times here at Sega Pro, but

even now, we're finding it a little difficult to get stuff in for the mag. We will continue to support all Sega formats, but it's really down to the individual publishers to show us as much support as we show them.



Dear Sega Pro

I've just finished reading issue 55 of your brilliant magazine (That took you a while! - Dino) and I would like to know more about the Saturn modem that you looked at in the Jap News section. Will I be able to use an import version with my UK Saturn and what games will be compatible with it?

I don't know anything about this kind of thing, but my Dad says that I will be very expensive to use and probably not even worth buying. If I can convince him otherwise, he may buy me one for my birthday, so please print this letter so I can show him your reply!

Jason Court, Shropshire



The Modem is scheduled for release in the UK sometime during the latter half of 1996. Details on it are sketchy at the moment, but there will be no point in buying an import version as Japan (or America, for that matter) use a different phone system to us. You'll need the official UK version otherwise you won't be able to use it at all.

An Internet Kit is also on the way which will allow you to connect to the biggest network of computers in the world. How Sega expect to do this without the aid of a keyboard is beyond me, but no doubt greater minds than mine are working on the problem as you read this. Just be patient and assure your Dad that life with a Modem is great - as long as you keep your calls to a minimum and do all of your mailing off-line.

ics!



FMV MOVIE MADNES

Dear Sega Pro

I have just bought the FMV upgrade for my Saturn (well, actually my parents bought it for my birthday!) but I am frankly a little disappointed. I was hoping that the quality of the films would be better than a normal video - after all, they are being played off a CD and we all know that CD music is far better than cassette. One or two of the films become

very grainy and I'm worried that my FMV cart is faulty. Is this normal or have I just been led down the garden path?

Simon Jones, Cheshire

P.S Welcome back, Dino!



Cheers, Simon!

It's nice to know that someone remembers my rapier-like wit and good humour even though it was quite a while ago. It's the weirdest feeling in the world editing a magazine that you used to be a staff writer on and if you don't believe me, then flick through your back issues and do the old 'before/after' gag. See what I mean? That's what too many late nights and deadlines do to a guy!

There's nothing wrong with your FMV cart. It uses a system called **MPEG** to store the film on the CD. This is done by taking 'key frames' and storing them perfectly but the following frames are stored only as changes in the key frame. This method of compression is the only way of storing the vast amount of information that digitising a film creates. Sadly, this also means that the film can become a little grainy or washed out on play-back, but there's nothing you can do with it. The sound will, of course, be just as good as ever, but until some bright spark comes up with a better way of digitising video, you're going to have to stick with it.

A new console in the making...

Dear ProTest

For my GCSE project, I am attempting to design a new console. It is completely fictitious, but it needs to use computer technology that is already available. I would like your help as Sega Pro seems to be the most informed Sega magazine around at the moment!

I also have to design a case and a joypad as well as any add-ons that I feel it may need. I would really appreciate it if you could help me out and I promise to send you some photocopies of the finished product.

James Spencer, London



Sounds like fun! I never got to do anything this interesting when I was at school.

All we could do is learn stupid mathematical formulae (I can still remember them, but I haven't had to solve a single quadratic equation in my entire working life so far!) and play around on under-powered, over-used and extremely sad BBC Model B computers. What a drag!

Okay, here's some ideas. Your new console should use both CD and magneto-optical disks (a kind of hybrid disk that uses both magnetic and laser technology). The main processor should be a RISC (Reduced instruction Set Chip) processor, possibly using a set

of slave processors working in parallel. You should also give thought to using custom chips for graphics, sound, CD access and hardware graphical modes like scaling, scrolling and polygon manipulation.

As far as a joypad is concerned, the most important part is that it is comfortable to hold and use. D-Pad type controllers are good at this, but don't offer the accurate control offered by an analogue controller (D-Pad controllers are digital - in other words, a direction can be either on or off. Analogue allows you to vary the amount of direction used). Apart from that, eight buttons are just about enough to keep even the most joypad-happy developer from moaning while keeping everything nice and simple for the user.

I could write a page or two about peripherals (add-ons), but here's a short list; FMV cart, Modem, extra memory, processor upgrade, 12-inch laser disk player upgrade etc. I'm sure you'll be able to think of many more as you progress with your project. Don't forget to send us the results!



Size is important!

Dear Sega Pro

I must say that I'm pleasantly surprised with the new team. After going through so many changes, I thought Sega Pro was on the way out, but thankfully I'm wrong - or am I? Sega Pro's number of pages has changed over the past few months. We've gone from 100 down to 84 in the space of a few issues while the price has remained the same. Now, this doesn't bother me too much as I am a subscriber to your magazine and have been for the past two years, but I think that there are a lot of readers out there who are more than a little miffed at this. I just hope that it doesn't continue. Apart from

this minor gripe, keep up the good work and tell Miles to get his hair cut and a little bit of plastic surgery while he's at it!

Anon



Erm. I guess we should just hope that whoever wrote this letter doesn't count

the pages in this issue! Sadly, the decline in the Sega market has affected all areas of the industry - including ours. It's no longer possible to keep Sega Pro at 84 pages due to rising costs in printing and such forth. The mag still sells around 26,000 copies a month, but I guess the powers that be need to make some money to keep their bank managers happy. Just don't shoot the messenger because of the message, okay?

Readers' Art

If you fancy yourself as a budding Picasso (or, in Dino's case, just fancy yourself), send your works of art into us at the following address and we'll print a selection every month. Can't say fairer than that, eh? Send them to: **Sega Pro Readers' Art, 14a Union Street, Newton Abbot, Devon, TQ12 2JS.**

Sonic still holds on as one of the most drawn Sega characters of all time! This little beauty was penned for us in the nick of time by a friend of Jon's, but seeing as he isn't here, we can't print his name. Still, you know who you are, mate.





Protips

One thing we won't produce less of are tips and cheats (unless we don't get any more!) and we'll keep you up to date on the latest and best cheats around. So, send 'em in at the usual address!

Send your tips and cheats to: **Protips, SegaPro, 14A Union Street, Newton Abbot, Devon. TQ12 2JS.**



A SegaPro goodie bag will go to the best tip or cheat of the month.

Daytona USA

Want to ride a horse, but can't afford the £2000 it would cost to buy one? Then check out this cheaper alternative courtesy of *Daytona USA*. Just

complete all the tracks in first position and then go into Saturn mode. You can now gallop around the track all for the princely price of £45.



Panzer Dragoon

Speed Beast

For all you gameheads out there who like you're action to be fast and furious, why not try this speed up mode for *Panzer Dragoon*. Go to the title screen and simply tap L, R, L, R, Up, Down, Up, Down, Left and Right. You'll now be able to play the game at double the speed!



Harrier Attack

For an awesome *Space Harrier* mode simply change the language to German and then at the title screen press Up, X, Right, X, Down, X, Left, X, Up and Y and Z together.

Clockwork Knight



For a whopping 999 lives (which should be more than enough to see you the whole way through the game!), just go to the title screen and tap Up nine times, Right nine times, Down six times and left seven times. Now press Z, X, Y, Y, Y and Z. Hey presto, 999 lives!

Prohelp



ProHelp!

Once more into the breach. The fearless Sega Pro All-Stars step out to make their names and cure your pains. If you've got a problem. If no-one else can help, get Britain's top game-tamers on the case. We've got a crack team of elite gaming talent ready to be unleashed on any problem you might be having.

Call the professionals.

Get writing to:

ProHelp, Sega Pro, 14A Union Street, Newton Abbot, Devon TQ12 2JS.

MK 3



Dear Prohelp
I am an owner of a Mega Drive and I have just recently bought MKIII and have had real problems beating Shao Khan. Please help me and could you tell me the cheat to play Smoke (if there is one).

Tom Pavel
Stratford-Upon-Avon

ComixZone



Dear Prohelp
I wondered if you could help me with two Mega Drive games? First, Theme Park - could you give me cheats (or tips) because I'm usually bankrupt after about four years! My other query is about the last level on Comix Zone. On the Mortus weapons factory, you have to blow it up. Well, I destroy the first bomb, but I always destroy myself in the process! Please can you tell me how to do it.

Yours pennilessly
Kevin Foster



Ah, Theme Park! I know it well. I'm usually broke myself before too long. Those fickle customers just don't seem to appreciate all the vomit on my paths. Still, if you want an easy way out of your financial difficulties, why not try this password 8AAACAA9999. This should give you over a £1,000,000 to spend and should keep the bank manager from your door for a good few years.

As for Comix Zone, try the Sega Helpline on 0181 9964620.



Tut, tut, tut, more shameless cries for help with MKIII. Well, I'm afraid Tom, you're out of luck when it comes to beating Shao Khan. Short of coming around your house and beating him ourselves, there's

little we can do. You'll just have to keep practicing and hope you get lucky. As for playing Smoke, try this; wait for the MKIII logo to appear, then press A, B, B, A, Down, A, B, B, A, Down, Up, Up. Smoke should now be available on the character selection screen.



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Next Month

The Saturn is set for a massive collection of hot new releases in the next few months. Don't miss *Sega Pro* next month to read all about them. *Wipeout*, *Panzer Dragoon 2*, *Shellshock* and many more will be just begging us to give them the once over, so go and reserve your copy now or Miles gets it in the head!



Sega Pro

May '96

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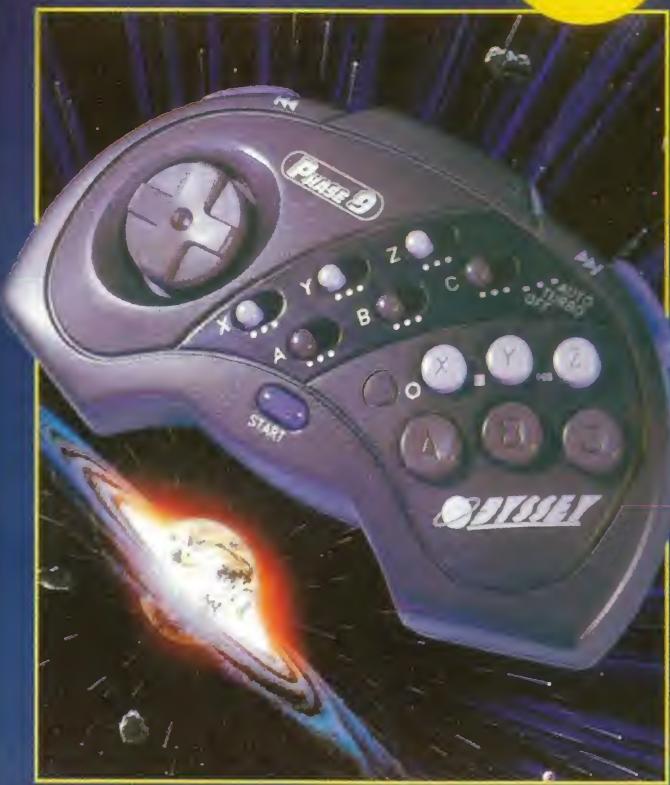
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